

Contents

Preface

vii

1 Analyzing Algorithms and Problems: Principles and Examples

1

- 1.1 Introduction 2
- 1.2 Java as an Algorithm Language 3
- 1.3 Mathematical Background 11
- 1.4 Analyzing Algorithms and Problems 30
- 1.5 Classifying Functions by Their Asymptotic Growth Rates 43
- 1.6 Searching an Ordered Array 53
- Exercises 61
- Notes and References 67

2 Data Abstraction and Basic Data Structures

69

- 2.1 Introduction 70
- 2.2 ADT Specification and Design Techniques 71
- 2.3 Elementary ADTs—Lists and Trees 73
- 2.4 Stacks and Queues 86
- 2.5 ADTs for Dynamic Sets 89
- Exercises 95
- Notes and References 100

3 Recursion and Induction

101

- 3.1 Introduction 102
- 3.2 Recursive Procedures 102
- 3.3 What Is a Proof? 108
- 3.4 Induction Proofs 111
- 3.5 Proving Correctness of Procedures 118

- 3.6 Recurrence Equations 130
- 3.7 Recursion Trees 134
 - Exercises 141
 - Notes and References 146

4 Sorting 149

- 4.1 Introduction 150
- 4.2 Insertion Sort 151
- 4.3 Divide and Conquer 157
- 4.4 Quicksort 159
- 4.5 Merging Sorted Sequences 171
- 4.6 Mergesort 174
- 4.7 Lower Bounds for Sorting by Comparison of Keys 178
- 4.8 Heapsort 182
- 4.9 Comparison of Four Sorting Algorithms 197
- 4.10 Shellsort 197
- 4.11 Radix Sorting 201
 - Exercises 206
 - Programs 221
 - Notes and References 221

5 Selection and Adversary Arguments 223

- 5.1 Introduction 224
- 5.2 Finding max and min 226
- 5.3 Finding the Second-Largest Key 229
- 5.4 The Selection Problem 233
- 5.5 A Lower Bound for Finding the Median 238
- 5.6 Designing Against an Adversary 240
 - Exercises 242
 - Notes and References 246

6 Dynamic Sets and Searching 249

- 6.1 Introduction 250
- 6.2 Array Doubling 250
- 6.3 Amortized Time Analysis 251
- 6.4 Red-Black Trees 253
- 6.5 Hashing 275
- 6.6 Dynamic Equivalence Relations and Union-Find Programs 283
- 6.7 Priority Queues with a Decrease Key Operation 295
 - Exercises 302

Programs	309
Notes and References	309

7 **Graphs and Graph Traversals** **313**

7.1	Introduction	314
7.2	Definitions and Representations	314
7.3	Traversing Graphs	328
7.4	Depth-First Search on Directed Graphs	336
7.5	Strongly Connected Components of a Directed Graph	357
7.6	Depth-First Search on Undirected Graphs	364
7.7	Biconnected Components of an Undirected Graph	366
	Exercises	375
	Programs	384
	Notes and References	385

8 **Graph Optimization Problems and Greedy Algorithms** **387**

8.1	Introduction	388
8.2	Prim's Minimum Spanning Tree Algorithm	388
8.3	Single-Source Shortest Paths	403
8.4	Kruskal's Minimum Spanning Tree Algorithm	412
	Exercises	416
	Programs	421
	Notes and References	422

9 **Transitive Closure, All-Pairs Shortest Paths** **425**

9.1	Introduction	426
9.2	The Transitive Closure of a Binary Relation	426
9.3	Warshall's Algorithm for Transitive Closure	430
9.4	All-Pairs Shortest Paths in Graphs	433
9.5	Computing Transitive Closure by Matrix Operations	436
9.6	Multiplying Bit Matrices—Kronrod's Algorithm	439
	Exercises	446
	Programs	449
	Notes and References	449

10 **Dynamic Programming** **451**

10.1	Introduction	452
10.2	Subproblem Graphs and Their Traversal	453
10.3	Multiplying a Sequence of Matrices	457

10.4	Constructing Optimal Binary Search Trees	466
10.5	Separating Sequences of Words into Lines	471
10.6	Developing a Dynamic Programming Algorithm	474
	Exercises	475
	Programs	481
	Notes and References	482

11 String Matching 483

11.1	Introduction	484
11.2	A Straightforward Solution	485
11.3	The Knuth-Morris-Pratt Algorithm	487
11.4	The Boyer-Moore Algorithm	495
11.5	Approximate String Matching	504
	Exercises	508
	Programs	512
	Notes and References	512

12 Polynomials and Matrices 515

12.1	Introduction	516
12.2	Evaluating Polynomial Functions	516
12.3	Vector and Matrix Multiplication	522
* 12.4	The Fast Fourier Transform and Convolution	528
	Exercises	542
	Programs	546
	Notes and References	546

13 NP-Complete Problems 547

13.1	Introduction	548
13.2	\mathcal{P} and \mathcal{NP}	548
13.3	NP-Complete Problems	559
13.4	Approximation Algorithms	570
13.5	Bin Packing	572
13.6	The Knapsack and Subset Sum Problems	577
13.7	Graph Coloring	581
13.8	The Traveling Salesperson Problem	589
13.9	Computing with DNA	592
	Exercises	600
	Notes and References	608

14	Parallel Algorithms	611
14.1	Introduction	612
14.2	Parallelism, the PRAM, and Other Models	612
14.3	Some Simple PRAM Algorithms	616
14.4	Handling Write Conflicts	622
14.5	Merging and Sorting	624
14.6	Finding Connected Components	628
14.7	A Lower Bound for Adding n Integers	641
	Exercises	643
	Notes and References	647
A	Java Examples and Techniques	649
A.1	Introduction	650
A.2	A Java Main Program	651
A.3	A Simple Input Library	656
A.4	Documenting Java Classes	658
A.5	Generic Order and the “Comparable” Interface	659
A.6	Subclasses Extend the Capability of Their Superclass	663
A.7	Copy via the “Cloneable” Interface	667
	Bibliography	669
	Index	679